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 Wendy Ju, Leonardo Bonanni, Richard Fletcher, Rebecca Hurwitz, Tilke Judd, Rehmi Post, Matthew Reynolds, Jennifer Yoon
 June 2002 DIS '02: Proceedings of the 4th conference on Designing interactive systems: process practices, methods, and techniques

Publisher: ACM

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Keywords: design innovation, electric field sensing, interaction design, interactive projection, interface, radio-frequency, tangible interface

2 [Weakly augmented reality: observing and designing the work place of creative designers](#)

 Giorgio De Michelis, Flavio De Paoli, Costanza Pluchinotta, Marco Susani
 April 2000 DARE '00: Proceedings of DARE 2000 on Designing augmented reality environments
 Publisher: ACM

Full text available: Pdf (387.36 KB)

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In this paper we distinguish between two spatially oriented system design paradigms: weak and augmented reality. The weak augmented reality paradigm is then applied in the design of a system supporting co-operation and knowledge creation within ...

Keywords: augmented reality, creative design, knowledge management systems, spatial arrangement

3 [Design: design for what? six dimensions of activity \(part 1 of 2\)](#)

 Austin Henderson
 September 2000 interactions, Volume 7 Issue 5
 Publisher: ACM
Full text available: Html (26.97 KB), Pdf (452.74 KB) [Additional Information: full citation, references, index terms](#)

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